

**THE DEVELOPMENT OF EDUCATION GAME LADDER SNAKE
AS A TIK LEARNING MEDIA FOR GRADE OF 3 STUDENTS
AT SD NEGERI PUJOKUSUMAN 2 YOGYAKARTA**

By :
Ranti Purnanindya
NIM. 08520244010

ABSTRACT

The research was purpose to develop education game ladder snakes as a TIK learning media, testing the media task and to know the feasibility of media when tested to the field. The learning media expected to increase motivation and enthusiasm of the students in the study of ICT in theory learning.

The research was using *Research and Development* Method according to the implementation step of development, as follows : 1) Analysis of needs, 2) Design of program, 3) Implementation of program, 4) Testing of program, 5) Validity of expert, 6) Revisions and improvements, 7) Feasibility test user, (8) Fixes the media . The testing was using *Black Box* method to find out the error of navigation, and then the media is validated by the expert of material and the expert of media before tested to the field. The research of user testing was held at SD Negeri Pujokusuman 2 Yogyakarta, grade of 3, with 26 students. The data collection method was using Questionnaire, the data were collected then analyze by researcher with Descriptive Analysis technique with convert the average result of evaluation into the feasibility interval score.

The result of the research was show that the level of education game ladder snakes development from the expert of material validator the score was 3.39 in feasible category, and then from the expert of media validator the score was 3.06 in feasible category and to the user testing of students the score was 3.52 in very feasible category. Based on the data, conclude that the education game ladder snakes as a TIK learning media which made by the researcher was feasible to used by vocational elementary school students.

Keyword : Development, Education Game, Learning Media, Feasibility.